JAMES GARNER

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WORK HISTORY

ENGINEER
MARCH 2016 - PRESENT

Sony Interactive Entertainment Europe (PlayStation/SIE R&D West), London
- Full stack engineering for PlayStation's best-in-class developer support platform.
- Frontend: Thought leader and individual responsibility for application's long term frontend strategy — build process, dependency management, migration of tightly coupled frontend/backend code to APIs and AngularJS client, universal JavaScript and ES2015 (ES6) transpiling.
- Backend: JavaScript work on greenfield AWS event-driven API solution with Serverless, Elasticsearch and SNS. TDD with Mocha, Chai, SuperTest and Sinon.JS. Consistent feature delivery with PHP, Agavi and Behat.
- Ops: Infrastructure-as-code Jenkins rehosting (CloudFormation), building a new source-controlled and self-serviced development environment with Chef. Significant Docker experience.
- Planning and running highly regarded workshop and team breakout session for 20 US/UK engineers on component-driven design and thinking in the frontend space.
- Leading agile planning and sprint reviews, presenting to stakeholders in Japan and America.
- Successful "innovation time" node.js visualisation project with GitHub/Rally APIs.

DATA SCIENTIST
NOVEMBER 2014 - OCTOBER 2015

Relative Insight Ltd, Lancaster
- Developed Python web scrapers for high profile brands including Oxford University and Smirnoff. Published a language normalisation algorithm for forums.

INTERN
JUNE 2014 - SEPTEMBER 2014

DataCentred Ltd, MediaCityUK, Manchester
- Delivered as a pair a customer facing support app in Ruby on Rails and AngularJS within 3 months, reflecting internal JIRA tickets in real-time. Still in production.

DEVELOPER
JUNE 2013 - MAY 2014

NextWorldWeb Ltd, InfoLab21, Lancaster
- Moved large legacy ecommerce systems to CakePHP, CS-Cart and WordPress. Automated WordPress theme creation from any site.

COMMERCIAL VENTURES

DELTA REACT LTD
MARCH 2016 - PRESENT

Website
- Founder of Epsilon Data Ltd offshoot "Forever": "a simple and proven system to boost client engagement and shape long term strategy in a single step".
- End-to-end solution built on existing insight platform enhanced with Twilio and SendGrid integrations, personally trained "Natural Language to Relationship Health" algorithms on top of Apache OpenNLP and MonkeyLearn.

EPSILON DATA LTD
JANUARY 2015 - PRESENT

Website
- Technical co-founder of profitable startup in the data science and automated marketing space.
- Lead generation by finding Twitter conversations and replying intelligently through brands' Twitter handles. Test-driven strategy to avoid spambot-like behaviour.
- WYSIWYG data collection landing pages with user tracking from automated tweets through to final website via client-side SDK.
- "Deep Profiles" population by automatically associating user profiles between LinkedIn, Twitter and Facebook for demographic clustering. PhantomJS crawlers running in parallel.
- One-to-one client mentoring with the UK's leading ethical tourism charity.
- Responsible for engineering microservice-oriented, node.js API-first and strictly RESTful insight platform. Single step deployments to DigitalOcean with 0 downtime through nginx and CloudFlare.
- Failsafe API integrations with Twitter, CloudFlare, Mapbox, GeoNames and Genderize.io.
- 100% self-service and responsive "Client Portal" written from line 0 with AngularJS consuming insight platform APIs.
- 100% self-service attractive report generation with impress.js, wkhtmltopdf and Chartist. 2-year old codebase transitioned to modern browserify, babel and sass build pipeline.

DARK FLOW
2011-2012

Video Tutorial
- Lead developer of true cross platform game maker in a team of 5.
- OS X/Windows/Linux game support through Mono bytecode runner. Browser and mobile game support through native HTML5 and JavaScript generation.
- Also responsible for LAMP work on support portal and accounts system, hosting provider partnership for automated game uploads and sales insight.

DS GAME MAKER
2007-2011

GameMaker Blog Article
- Sole developer of famous Nintendo DS homebrew IDE written in .NET and C.
- Sold over 1,500 serial codes and 350 physical 'Homebrew Kits' by age 17.
- Adopted at American summer camps and site licenses sold worldwide. International logistics work with Hong Kong and support in German and Dutch.

TALKS, CONFERENCES & HACKATHONS

SEPTEMBER 2016 ⌨ **Capco Hackathon with Monzo and Loqr**

First Prize. Clustering spend data from Monzo's API to create financial personality profiles delivered by RESTful API (node.js/restify). Tinder-like profile matching client (AngularJS, ES2015). Deployed to DigitalOcean within ~5 hours' keyboard time. Team of 3.

FEBRUARY 2016 ⌨ **PHP UK Hackathon**

Second Prize. Real time websocket powered Twitter sentiment analysis "battle between two topics" with MonkeyLearn, Pusher, AngularJS and HTML5 canvas tag clouds.

NOVEMBER 2014 ⌨ **Global Startup Weekend 2014**

First Prize. One line JavaScript plug-in for reputation based comments, quantifying personality to eliminate on-line trolls. Team of 4.

NOVEMBER 2014 🎤 **Nintendo DS Homebrew, 2014 Edition**

Speaker at DunDDD conference, University of Dundee. "Adventures in the retro Homebrew Scene" and live demo of writing Nintendo DS homebrew.

APRIL 2014 💬 **InfoLab21 Showcase (University of Lancaster)**

Presented personal research piece "Geosocial Networking Security" alongside PhD students, looking at reverse engineering of Grindr to automatically find user locations.

MARCH 2014 ⌨ **Hack Smart Streets 2014 (University of Lancaster)**

'Most Commercially Viable' Prize. API for public bodies to detect decaying street furniture from crowdsourced imagery using ffmpeg and .NET image analysis. Team of 4.

JANUARY 2014 🎤 **Facebook Data Analysis**

Speaker for The Computer Science Society, Lancaster. "What does Facebook say about you?" .NET NLP framework for analysing Facebook chat logs to create a private social graph.

MORE... LeedsHack 2013: First Prize. Mobile AR game 'Pacman City' on Google Maps. Team of 3.
LeedsHack 2012: Real-time multi-player Tower Defence on Google Maps. Team of 3.

PROFILE

TECHNICAL SKILLS ≡ **Full Stack:** node.js, universal JavaScript, ES2015 (ES6), RESTful API strategy, HTML5
⚙ **Frameworks:** AngularJS, three.js (VR), D3
🔧 **Tools & More:** Browserify/Babel, Sass, Grunt, TypeScript, C (Nintendo DS)

LANGUAGES 🌐 **English:** Native   🌐 **German:** Fluent

LEADERSHIP 💼 **The Computer Science Society:** President (Lancaster, 2014 — 2015)
💼 **InterTech LGBT+ Diversity Forum:** Organiser (London, 2014 — present)

EDUCATION

2012 — 2015 🎓 **2:1 Computer Science BSc (Hons), University of Lancaster, UK**

Distributed Systems; AI; Advanced Internet & Mobile Applications; Operating Systems & Concurrency; Functional Programming (Erlang/Python); Digital Systems (Pure Mathematics, Assembly, Compilers). First Year German Studies.